AMENDMENTS TO THE SPECIFICATION:

Please amend the specification as follows:

On page 8, after line 10, insert the following paragraph:

FIG. 4 is a flow diagram illustrating pre-processing possible user interaction events (step 305). The method monitors system activity using an idle detector (step 400). If an idle detector is not triggered (step 405) the system checks for a user interaction event (step 425). If no user interaction event is found, the system returns to monitoring system activity using an idle detector (step 400). If a user interaction event is found, the system is done monitoring system activity using an idle detector (step 420). If an idle detector is triggered (step 405), the next predicted user interaction event is pre-processed (step 410). Next, the system checks to see if there are more user interaction events to pre-process (step 415). If there are more user interaction events to pre-process, the next predicted user interaction event is pre-processed (step 410). If there are no more user interaction events to pre-process, system activity monitoring using an idle detector is done (step 420).

On page 8, beginning at line 11, amend the paragraph as follows:

FIG. 5 is a flow diagram illustrating a method for pre-processing the possible user interaction events (step 305, FIG. 3). The method identifies a possible user interaction event to be pre-processed (step 400 500), and generates the possible UI state corresponding to the possible user interaction event (step 405 505). The generated possible UI state can have associated data that is required to render the

generated possible UI state. If there is no missing data in step 510, ~~The~~ the generated possible UI state and associated data are stored (step 520). In one implementation, the generated possible UI state and the associated data are used to pre-render an appearance of the generated possible UI state and the pre-rendered appearance is stored in step 520. In another implementation, the associated data required to render the generated possible UI state is not obtained during pre-processing; instead, the associated data is obtained when the generated possible UI state has to be rendered (step 320, FIG. 3). If there is missing data (step 510), the missing data is obtained (step 515) and the generated UI state and associated data are stored (step 520). In an alternative implementation, where the application is running on a client in a client-server architecture, the application obtains the associated data from the server in step 515.

On page 8, after line 23, insert the following paragraph:

FIG. 6 is a flow diagram illustrating a method for determining an order for preprocessing. A first step determines predicted user interaction events (step 600). The probability of each predicted user interaction event is determined (step 605). Next, the predicted user interaction events to be pre-processed are determined (step 610). Finally, the order of pre-processing the predicted user interaction events is determined (step 615).